Safer Internet Day 2022



'Together for a better internet'

Stick this in

Safer internet



"Being online is all fun and games!"



Annotate what safer internet means to you



Circle Time

Ask learners to make a circle using chairs or sat on the floor. If you have access to a play parachute, form a circle around the parachute with each learner holding the edge.

As you read out each statement ask learners to swap places with someone else if this is true for them. If you are using the parachute learners will need to lift it in the air and swap places underneath if the statement is true for them.

If you are using chairs, you could take out one chair so a learner remains in the middle after each round. They could then say a statement about life online which then means others have to swap seats.

Take the opportunity of having learners in a circle to demonstrate how negative messages online can be like a chain. Responding to someone angrily or spreading negativity continues until someone chooses to break the chain. This could be done by passing a bean bag, doing a Mexican wave or asking learners to join hands and squeeze in turn. Ask learners how they could break the chain (e.g. by not responding, reporting and blocking, taking a break, speaking to an adult, spreading kindness, etc.)

Example statements for swapping game:

- You have played an online game
- You have won a game
- You have lost a game
- You have played an online game with a family member
- You have reported something in a game

Take pics for books

Watch the clip for 7-11 year olds \dots



Play this game ...



https://www.thinkuknow.co.uk/8_10/stay-safe/play/

Make a pledge to yourself detailing how you will conduct yourself appropriately online!



Model

Safer Internet Day 2022 Quiz for 7-11

Complete the quiz as a class

Imagine you have just been employed by a gaming company; youhave been asked to design an avatar to help children younger than yourselves navigate and stay safe on the internet.

What will your avatar look like?



Draw you avatar ...

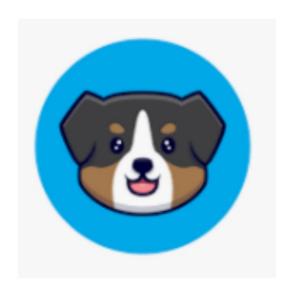
15 mins

Name your avatar



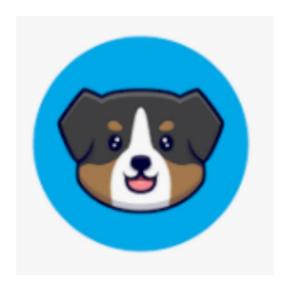
Cut out and pop in middle of page

Now consider at what point in a game your avatar would appear to help?



- ■When the chat is engaged
- ■When choosing different items in game

Now list 5 objectives that your avatar has.



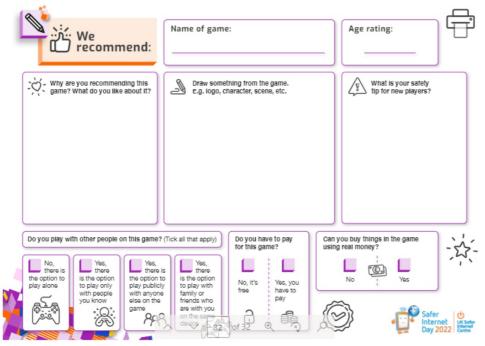
Share with your partner:use purple pen to advise one good thing
and one improvement for the avatar

Using paint or powerpoint create your avatar and present all of it's characteristics!



Using publisher, recommend a game that you have played that is age appropriate and enjoyable.

Use the headings below - but present in any way you wish.



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